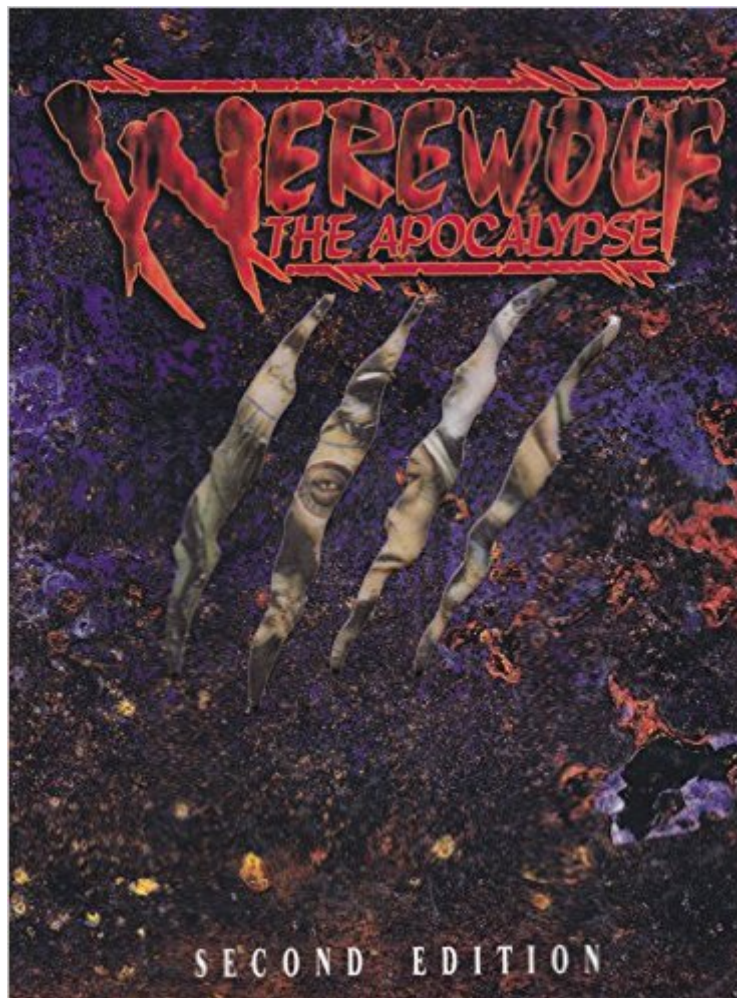


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Werewolf: The Apocalypse



Synopsis

The World of Darkness role playing games take the reader into worlds and realities where magic is not dead and not even the dead are dead. Werewolf: The Apocalypse takes the player into the ultimate doomsday scenario. '

Book Information

Hardcover: 304 pages

Publisher: White Wolf Publishing; 2 edition (December 1, 1995)

Language: English

ISBN-10: 1565041127

ISBN-13: 978-1565041127

Product Dimensions: 9 x 1 x 11.5 inches

Shipping Weight: 1.6 pounds

Average Customer Review: 4.7 out of 5 stars [See all reviews](#) (33 customer reviews)

Best Sellers Rank: #758,212 in Books (See Top 100 in Books) #20 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > Werewolf](#) #117 in [Books > Science Fiction & Fantasy > Gaming > World of Darkness > General](#) #38662 in [Books > Science Fiction & Fantasy > Fantasy](#)

Customer Reviews

This is square-one for those wishing to play Garou (werewolves) in the old World of Darkness game system that is now technically retired. This is NOT the rulebook for the new Werewolf: The Forsaken that was released a few years ago. This rulebook is for the system that came out roughly 20 years ago.

Of all the Storyteller Games from WW, Werewolf is the one with the most "feeling" to it. From the very first page you can feel the sorrow of the wolf people, crying to their mother for the mistakes from the past. The book has everything you could want. In it, you can find everything you need to start a very interesting story, no matter where in the world you want it. The only thing sad about this book is that every tribe could have had a little more detail, that's why I give it a 9. The rules are easy to understand, the artwork can really make you feel the mood of the game, and the book is organized in a very intelligent way. What else can you be looking for. Like every other book from WW, the presentation alone is the book's value, and you won't find missing paragraphs like other products from the Storyteller line. All in all, this is no ordinary game; because you play the part of the ultimate killing machine, it doesn't mean you will always be fighting. The spiritual side of the

game (sort of shamanic ethos, with spirits and animal totems) is what makes the role playing a unique experience. For the past year I've been very tied to this game, and I made a whole story based on the spiritual world here in Costa Rica. I've enjoyed the game a lot, it has opened doors I never knew existed. But the best part is that my people and I have had a really good time, trying to tell the tale of the War for Gaia, the tale of the Apocalypse. From all the Storyteller games, I can say that Werewolf is the best. There's only one thing left I can say about this game. "...and a question hangs in the haze... When will you play it?"

A real ROLE playing game that honestly calls itself a Storyteller game. It does this to set itself apart from the usual dungeon crawl/kill monster/collect treasure, gamemastered type. Well done and improved from 1st edition, Main difference is due to a simpler Renown system and easier to use 2 page character sheet. As all White Wolf games, superb artwork and fun to read.

Easy to read script when compared to the newer Forsaken edition. I have run and played in multiple campaigns in the past and will be starting a new one up in a few months. I am looking forward to the 20th anniversary edition that comes out soon. I will probably purchase a few more for each of my players.

Excellent RPG! And it came in amazing conditions. A classic, that is a "must" for every RPG players collection. It's gonna have a especial place in mine. Werewolf, it's about de Gaia's chosen ones... The moon warriors... The ones to fight evil, whenever they are, or live... ¿do you have what it takes to be one of them...? Prove it...

This game offers both combat and spiritual/mystical exploration as options. The focus here is on the Garou, the Werewolves. They see themselves as the last real defenders of Gaia, battling to avert or delay the Apocalypse. Gothic Horror with a dark and gritty feel to it, set in the World of Darkness setting. Players take the role of Garou, choosing Tribe and Breed (Homids, born from human mothers, Lupus, born from wolf parentage or Metis, the deformed offspring of two Garou) and Auspice (the phase of the moon one was born under). There are some very good sections of historical and cultural information... the Garou are not human, have never been human. The Changing Breed stands apart, hiding from the masses of humankind and fighting a very deadly and silent war that they are slowly losing as they near extinction as a people

This has to be the most incredible book ever written... at least as far as rp books go. I spent some time playing Vampire and Changeling, but neither of those sucked me in and intrigued me like Werewolf does. There are those who bitch and moan about the werewolves being too powerful, and how they are not true to folklore and myth... as for the former: The Garou are MEANT to be the as-kickers of the world of darkness! It's that simple! THAT'S why any leech worth his corpse keeps his ass inside the city! Besides, who cares about historic accuracy? This is, quite frankly, much more interesting.

The dark force known as the Wyrms stands poised to strike down all that is left good and decent upon Gaia, the Mother Earth. Now only the Garou, shapeshifting werewolves with mystical powers and deadly strength, can stand against their assault and prevent the Apocalypse. From the company that brought you Vampire: The Masquerade comes Werewolf: The Apocalypse, a storytelling RPG of the end times and the battle of survival. Play as a Garou from one of thirteen tribes who must battle against twisted, corrupted minions of the darkest force in existence, the Wyrms. Like Vampire, this game is based in the same World of Darkness that is a mirror of our own world. Unlike Vampire, Werewolf is a game of the brutal reality that the world is coming to an end. And with so few protectors left, will the Wyrms succeed in destroying everything?

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